PlayStation

NTSC U/C

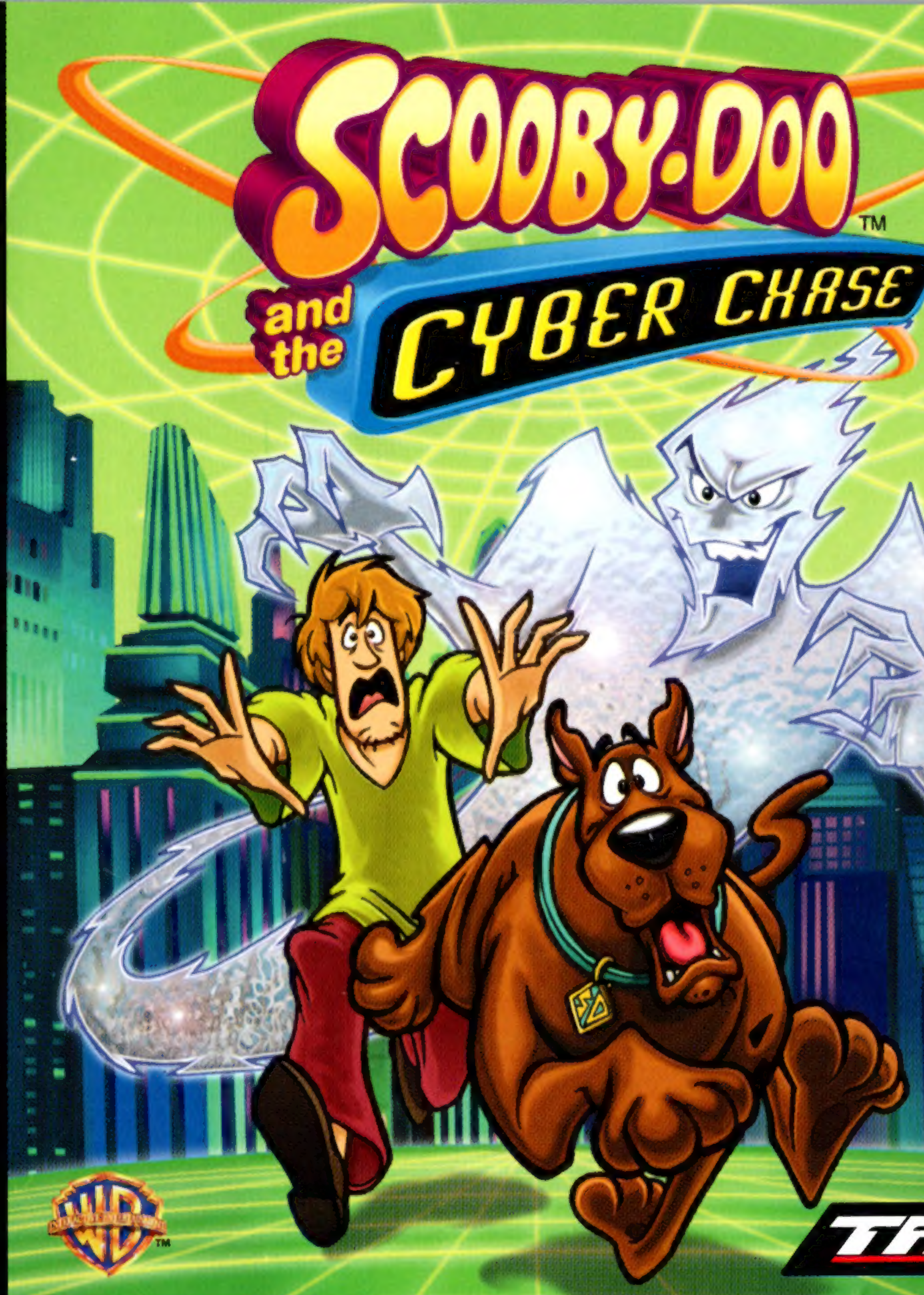
PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01396
01396

SCOOBY-DOO™ and the CYBER CHASE



THQ™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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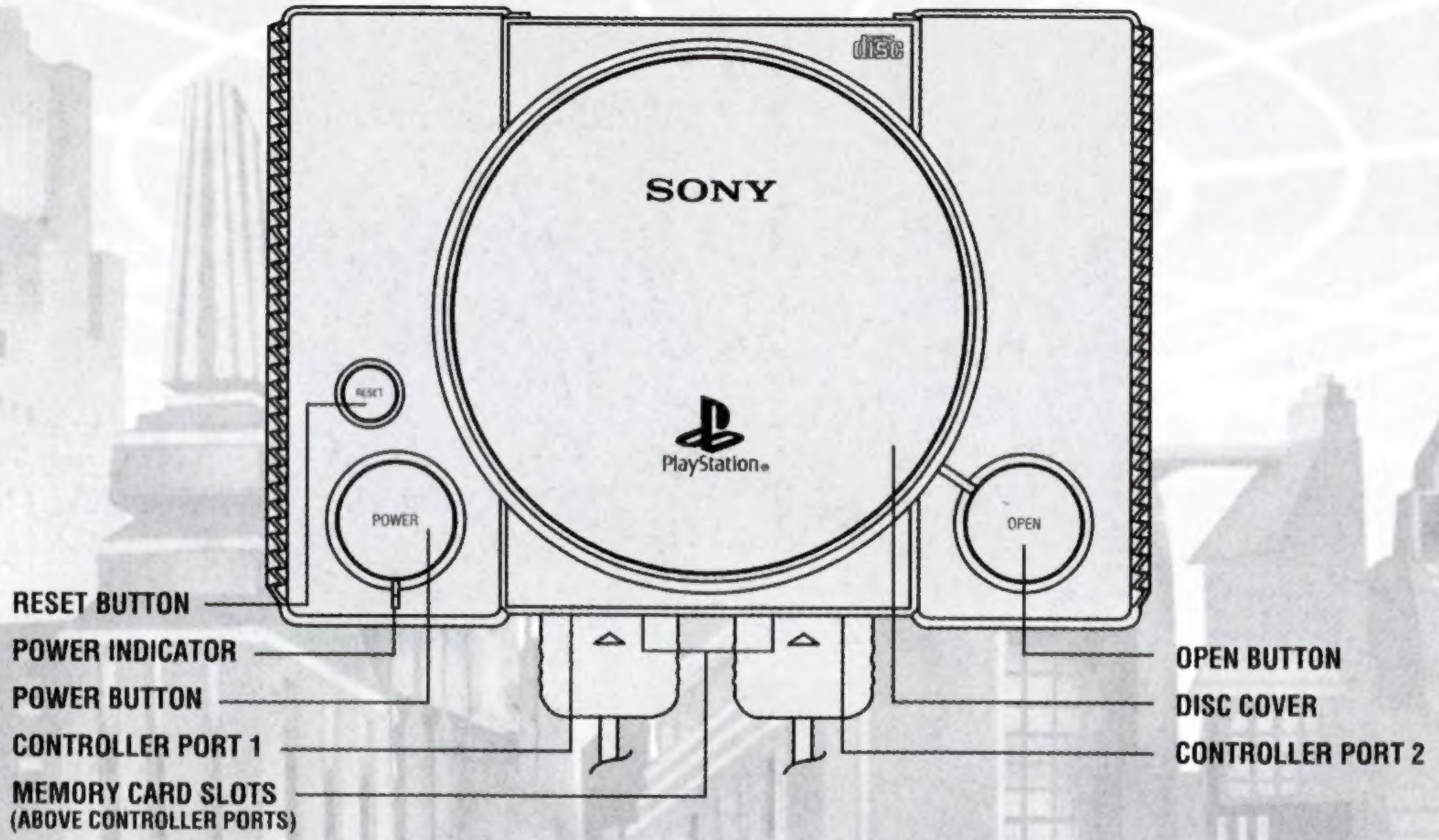
LET'S GET STARTED

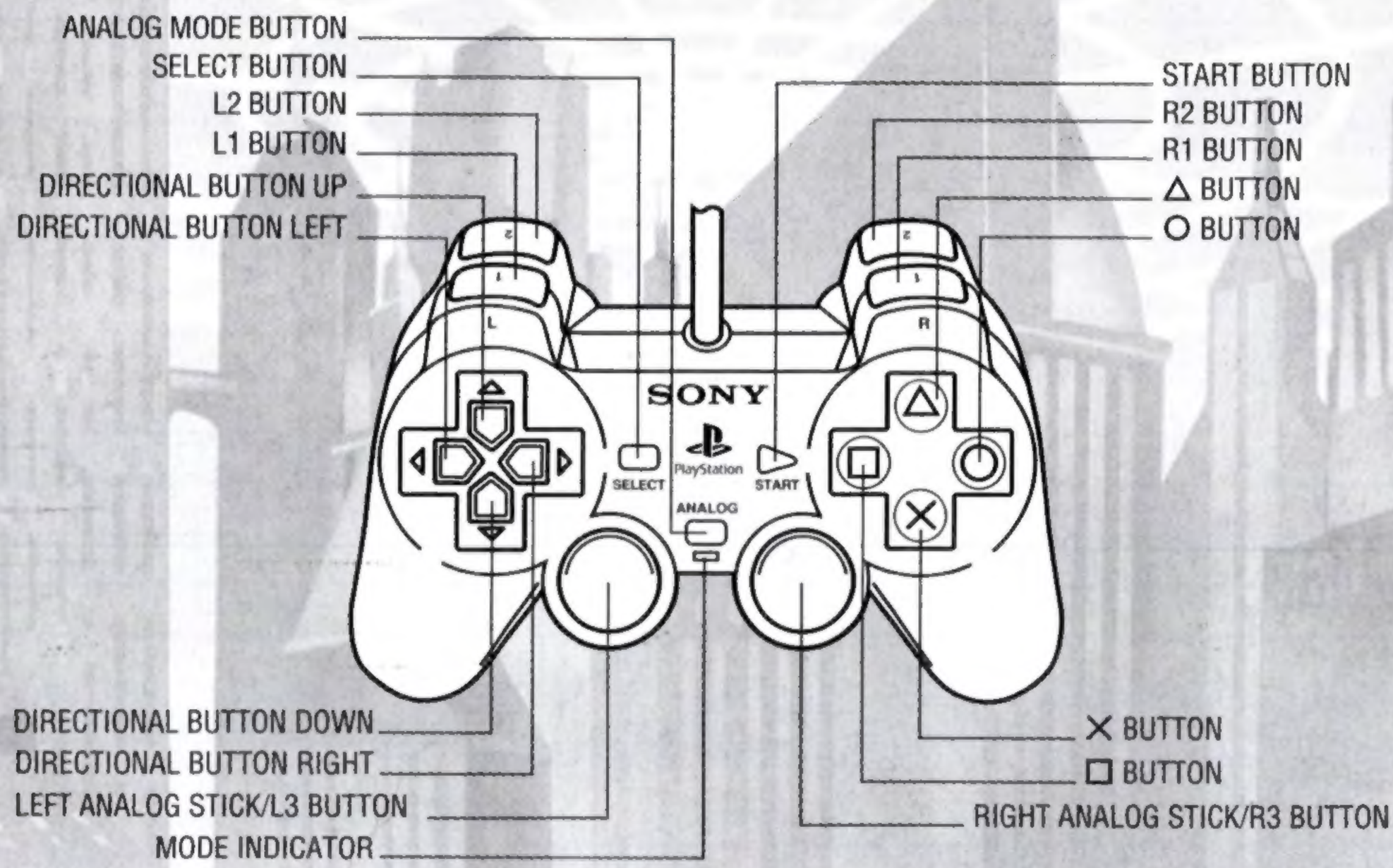


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Scooby-Doo!™ and the Cyber Chase disc and close the disc cover. Insert one game controller, and then turn on the PlayStation game console. Follow on-screen instructions to start a game.

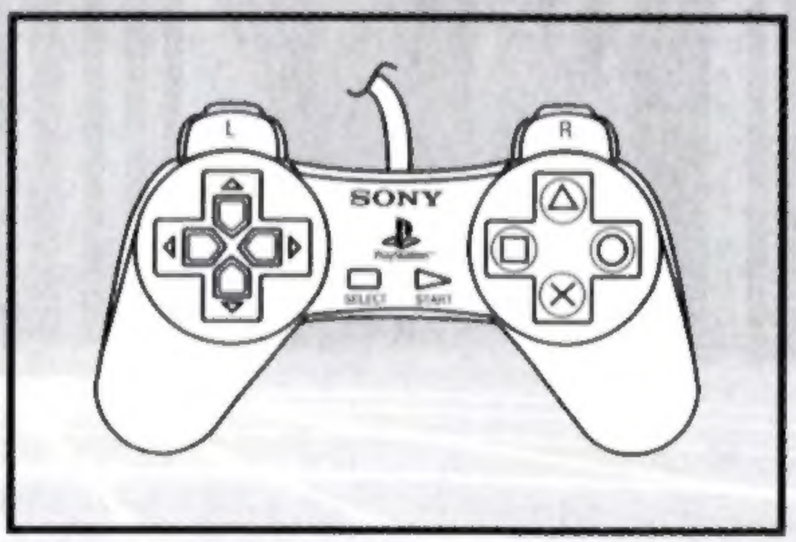
MEMORY CARDS: To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console before starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved Scooby-Doo and the Cyber Chase games. To read about how to save games, turn to page 17.

CONTROLS

DUALSHOCK™ analog controller



NOTE: Compatible only in Digital and Analog mode.



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined on page 4.

CONTROLS

Menu Controls

BUTTON	ACTION
Directional buttons UP/DOWN	Search Menu
X button	Yes, or "go forward"

Game Controls

BUTTON	ACTION
Directional buttons	Move character
X button	Jump
Square button	Throw pie
Circle button	Duck
START button	Pause the game
Triangle button	Receive messages

Special Moves

BUTTON	ACTION
X button + X button	Double Jump
X button + Circle button	Bounce

Note: Use the "bounce" move to break open containers that you will find scattered throughout the levels.

MAIN MENU

- **New Game** – Select this to start a brand new game!

- **Load Game** – Select this to load a game you've already started.

- **Options** – Select this to change your music, sound and voice settings.

- **View Movie Trailer** – Watch scenes from the Scooby-Doo and the Cyber Chase movie!

THE CYBER CHASE IS ON

Like, Wow! It's time for you and the Mystery, Inc. gang to head out into cyber space to find and defeat the Phantom Virus. With the help of Fred, Daphne and Velma, you'll search with Scooby-Doo™ and Shaggy through seven different environments where many surprises await you. In addition to the hamburgers and Scooby Snacks™ you can munch on, you'll have to face lots of obstacles, hazards and dangerous enemies along the way. If you can get past them and reach the box of Scooby Snacks at the end of each level, you'll move to the next level. Be careful! You'll always face the biggest and meanest monsters in the third level of each environment. As for the Phantom Virus, he'll be popping up throughout the game, waiting for one final showdown. Relp!!

PLAYING A GAME

Game Screen

- **Health** – Keep an eye on your character's health meter in the bottom right-hand corner of the screen. When Scooby or Shaggy take a hit, the health bar will shrink. When the health bar is gone, you'll lose a chance. If you see that your character's health is low, you'll need to find and eat some hamburgers!

- **Chances** – Next to the health meter are the number of chances your character has left in the game.

- **Pies** – You can see the number of pies you can throw, in the bottom right-hand corner of the screen.

- **Scooby Snacks** – You can find out how many Scooby Snacks you've picked up by looking in the bottom left-hand corner.

- **Communicator** – When Scooby and Shaggy need a little help from someone else in the gang, a communicator will flash at the top right-hand corner. Press the Triangle button and they'll give you an important message.

Pick-ups

Scooby Snacks Box: Once you've found the box of Scooby Snacks, you have successfully completed the level and will unlock the next level of the game.

Individual Scooby Snacks: They sure are Scooby-licious, and if you can collect 100 Scooby Snacks you earn a free chance.

Scooby and Shaggy Tokens: If you happen to find a Scooby or Shaggy token, pick it up and you'll get an extra chance.

Hamburgers: They are your energy. Eating hamburgers will increase your health when it's low. Yum!

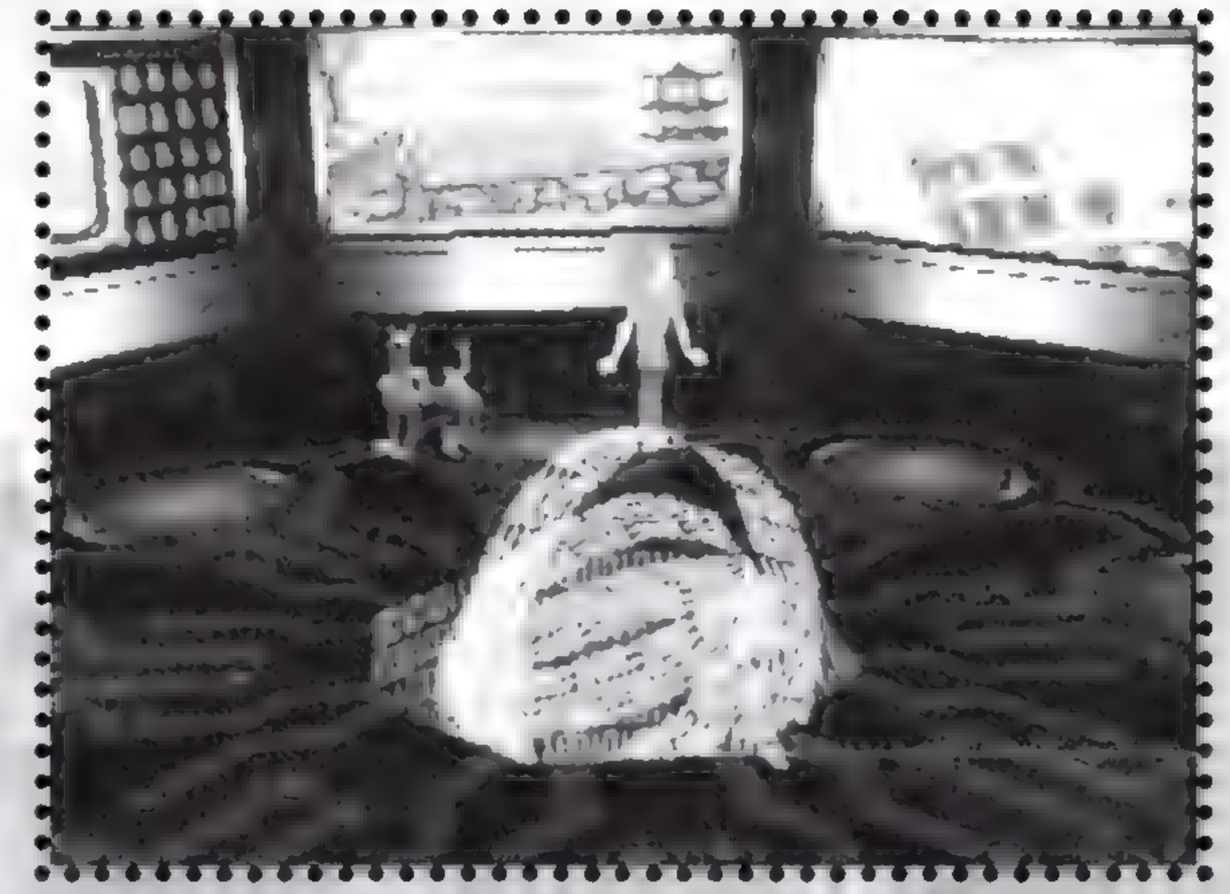
Pies: It is very important to collect as many pies as you can so that you can throw them at your enemies!

Checkpoints: If a character loses a chance, he will only be sent back to his last checkpoint. That way you won't have to start over!

Hamburgers, pies and chance tokens are usually found hidden inside different containers throughout the game, like boxes, crates, vases and trash cans. You'll need to open the containers by using the special "bounce" move Scooby and Shaggy have perfected! For more information see the control section on page 4.

Control Room

This place is pretty cool! You can actually see all the different environments on giant screens. When you walk up to a screen, you'll find out which places you can explore. At the beginning of the game, you can only enter Japan, but each time you complete a Boss Level, you'll unlock a new and different environment. When you return to the control room, you can choose a newly unlocked level or environment. Of course, once you've been somewhere you can go back again anytime — try to do even better and beat the high score on the screen! Look for Velma if you decide you want to save your game.



Bad Guys Beware!

Scooby and Shaggy can use their special "bounce" move to defeat enemies. Just jump over a bad guy, then bounce on their heads!

Trying to get that bad guy, but too scared to get up close? Scooby and Shaggy can also use their pie-throwing move to get rid of those pesky villains.

Special Bonus!

So, like how good at this do you think you are? Finish a level without losing a chance and you can earn 5,000 bonus points! Scooby-Dooby-Doo!!!

AREAS

Area 1: Japan

Level 1:
Relp! Scooby's got to get past Samurais and other trained fighters in this Japanese Shogun style compound. He'll have to throw a lot of pies and do a lot of jumping and bouncing in order to get through, but he has to remember to collect lots of bonus items and Scooby Snacks before reaching the Scooby Snacks box and moving on to the next level. There's a lot to do, so let's get going! The first part of Level 1 is the tutorial section. Press the triangle button when you see the communicator icon flashing for helpful instructions.

Level 2:
Deep in the interior of the compound, Scooby must avoid being attacked by Samurai Swordsmen and Sumo Wrestlers in search of the next Scooby Snacks box.

Boss Level:
Yikes! Scooby comes face-to-face with the Shogun boss on top of the palace. Even though he is being bombarded by canon fire and fierce Shogun attacks, Scooby knows that if he just waits for his chance and hits his enemy three times, he will advance to the next area. Whew!

Enemies

- Samurais
- Martial Arts Fighters
- Speared Soldiers
- Sumo Wrestlers
- Ninjas
- Shogun Boss

Area 2: Ancient Rome

Level A:
Zoinks! Shaggy's at the Coliseum in Ancient Rome! There sure are a lot of obstacles here. Moving platforms and narrow walls keep Shaggy on his toes, while he works to avoid bone-throwing skeletons and a creepy skeleton chariot.

Level B:
Once inside the Coliseum, Shaggy has to fend off the skeleton spear soldiers and swordsmen all around him. Don't forget to collect lots of pick-ups to keep Shaggy going.

Boss Level:
Shaggy confronts a ferocious lion at center stage in the Coliseum. If he can hit him three times, he may be able to avoid being trampled by the king of beasts! But, watch out for those skeleton spears, Shaggy!!

Enemies
- Skeleton Chariots
- Skeleton Swordsmen
- Skeleton Spear Soldiers
- Bone-Throwing Skeletons
- Lion

Area 3: Arctic Circle

Level A:

Brrrr! Shaggy is out in the cold now, in this frozen arctic world. There are snowball-hurling seals and somersaulting polar bears all around him... and why do the walls keep moving in on him? This could be as simple as a walk in the park, but.... whoops! The ice is way too slippery for that! Watch your step, Shaggy!

Level B:

Whoa! Look at Shaggy go! He's flying down a bobsled chute! It's hard to collect Scooby snacks when you're avoiding penguins and trying not to fall off the edge!! Get to the box of Scooby Snacks and Shaggy can escape this slippery situation.

Boss Level:

Jinkies! It's the Phantom Virus! Shaggy is in real trouble now. The Phantom Virus is pretty tough on top of his polar bear. It's almost impossible to defeat him when he uses his slide and spin attack, but if anyone can do it, Shaggy can!

Enemies

- Snowball-Hurling Seals
- Somersaulting Polar Bears
- Black Birds
- Phantom Virus

Area 4: Prehistoric Jungle

Level A:
Scooby has traveled back in time to a wild prehistoric jungle. Facing dinosaurs of all shapes and sizes, Scooby must stay on his toes to get through this level. Collect as many Scooby Snacks and pick-ups as you can!

Level B:
Bridge anyone? Scooby has to cross lots of them here. Unfortunately, most of the bridges are just the backs of dinosaurs or crocodiles. Ouch! The only real bridge he can cross is very rickety and dangerous. It looks like Scooby will either sink or survive. It's all up to you!

Boss Level:
Ruh-Roh! It's the mighty T-Rex! Scooby needs to avoid lava bombs while waiting for his chance. Hitting the Tyrannosaurus Rex three times with the pie attack or Scooby's "bounce" move is the only way out of this unpleasant jungle! Good luck, Scoob!

Enemies
- Dinosaurs
- Crocodiles
- T-Rex

Area 5: The Big City

Level A:
Shaggy's skateboard is the perfect mode of transportation for The Big City. Of course, there are many dangers to avoid in the street. Pits, falling plants, street barricades and bouncing barrels are hard to avoid, but if Shaggy can keep the meddlesome skateboarders away, he can find his way to lots of bonuses and Scooby Snacks.
Hang on, Shaggy!

Level B:
Shaggy knows he's getting closer to the Phantom Virus. This area is very heavily guarded and he's got to hide from the security cameras and security guards. Lasers, wire screens, conveyer belts and pits add an even greater challenge.

Boss Level:
Shaggy never would have expected it but the Funland Robot is here, and Shaggy's going to have a real blast! If Shaggy can just keep his footing on the conveyor belt floor and toss those pies, he can wipe out the monster in three shots!

Enemies
- Pesky Breakdancers
- Meddlesome Skateboarders
- Security Guards
- Funland Robot

Area 6: Egypt

Level A:
This time, Scooby explores the inside of a pyramid in Egypt. All around him are disappearing floors, moving platforms, cobras, mummies, and bats. At least he can still find Scooby Snacks and bonuses hidden in jars. Scooby knows there is a box of those Snacks around here somewhere!

Level B:
Scooby seems to be getting deeper into trouble, as he moves further into the tomb with more mummies, and lots of other ancient pyramid dwellers. Watch out for the flames and pits, Scooby!

Boss Level:
Scooby wants his Mummy... on second thought, Scooby's had just about as many mummies as he can take! The Phantom Virus is here and he's not exactly who Scooby was hoping to see. Riding on his camel, the Phantom Virus orders his mummies to go after Scooby. Use those pie attacks and "bounce" moves wisely!

Enemies
- Cobras
- Mummies
- Bats
- Phantom Virus

Area 7: Amusement Park

Level A:
It would be great to play in the Amusement Park, but now is certainly not the time. Scooby needs to get through the park by avoiding enemies like ghosts, vampires and juggling clowns. He's also got to jump onto some treacherous moving platforms to succeed in his quest for Scooby Snacks and bonuses. Look out for the swinging pendulum blade! Run, Scooby, run!

Level B:
This area of the Amusement Park brings Scooby into a hedge maze, complete with man-eating roses. He knows the castle isn't far, if only Scooby can use the catapults to cross the river. Once at the castle, Scooby has to get past the castle spearmen, archers and knights before finding the box of Scooby Snacks that will bring him to his final confrontation – a battle with the Phantom Virus, himself!

Boss Level:
This is it! The final showdown! Scooby is alone with the Phantom Virus and needs to use all his best skills to defeat him. The challenge takes place in a virtual binary matrix, where the Phantom is extra powerful. If you are brave and strong, you can help Scooby to defeat the Phantom Virus -- just remember -- the Phantom is no pushover!

Enemies

- Carrot-hurling Bunnies
- Ghosts
- Juggling Clowns
- Castle Spearmen
- Knights
- Vampires
- Archers
- Phantom Virus

SAVING A GAME

If you want to save a game before you start a new level, just go back to the control room and find Velma. Walk up to the screen behind her to save your game or choose to play a different saved game.

SCOOBY'S FAB-FOUR FEATURES!

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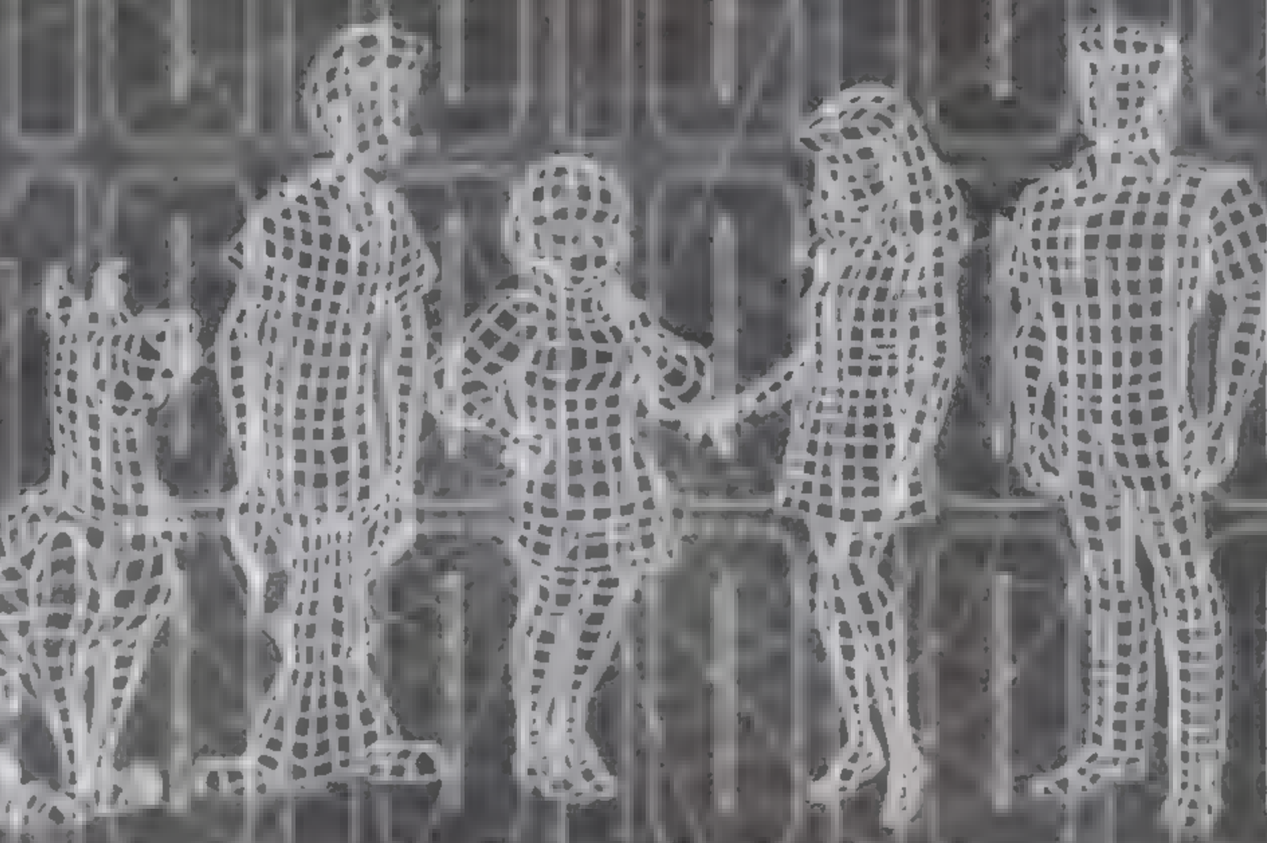

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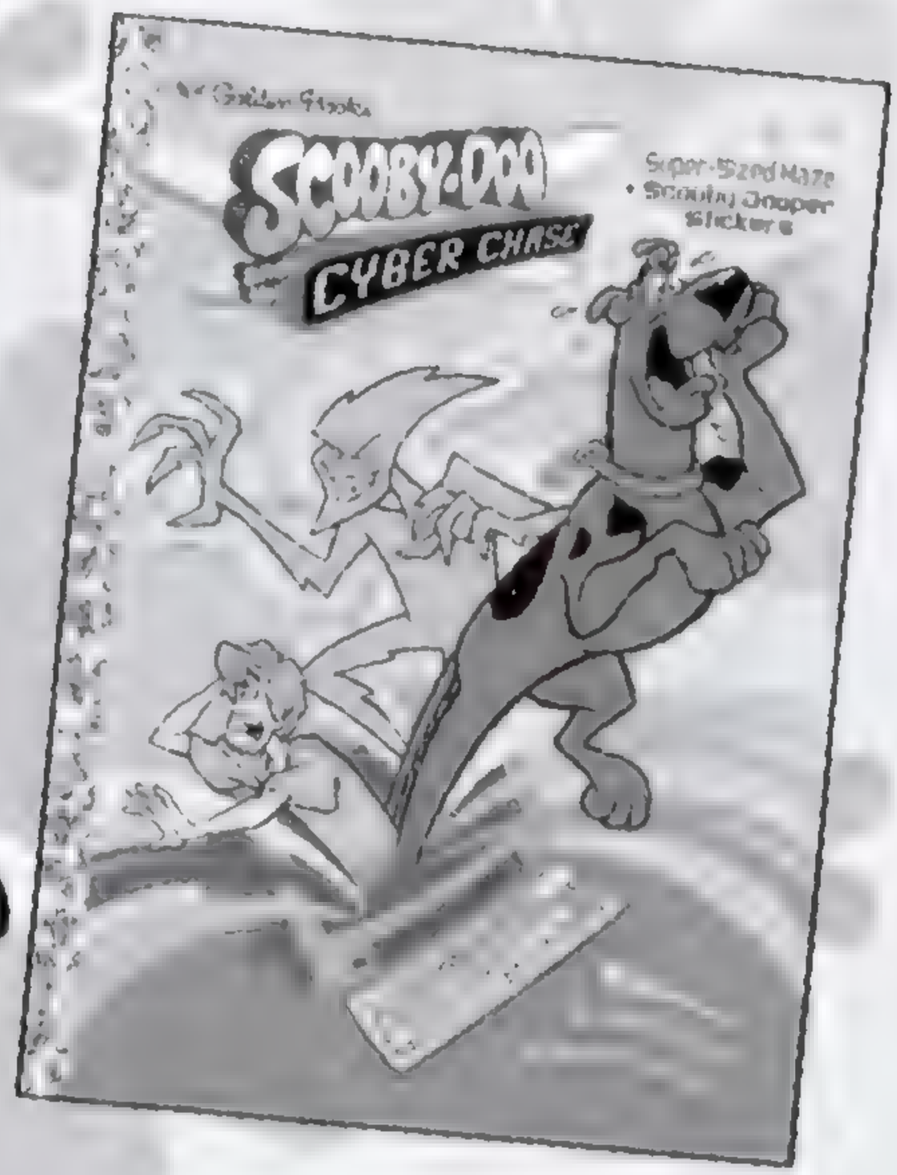

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SCOOBY-DOO!

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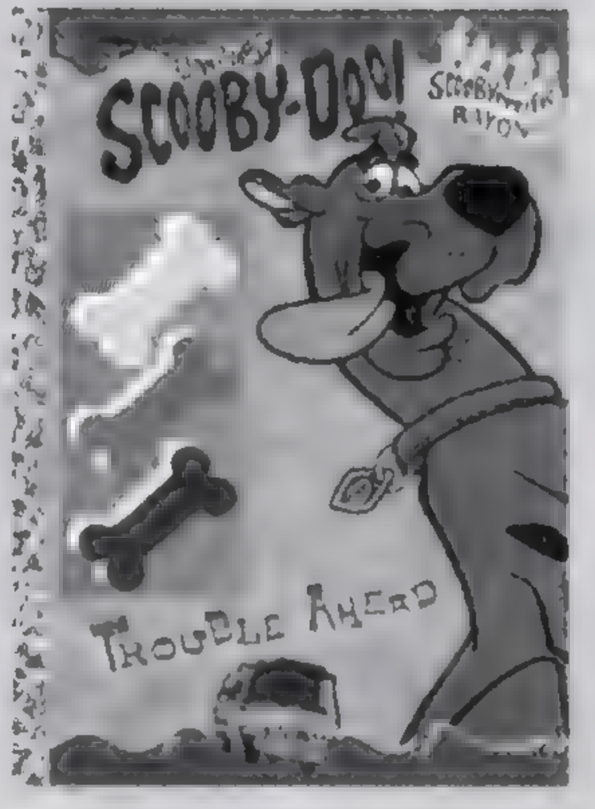
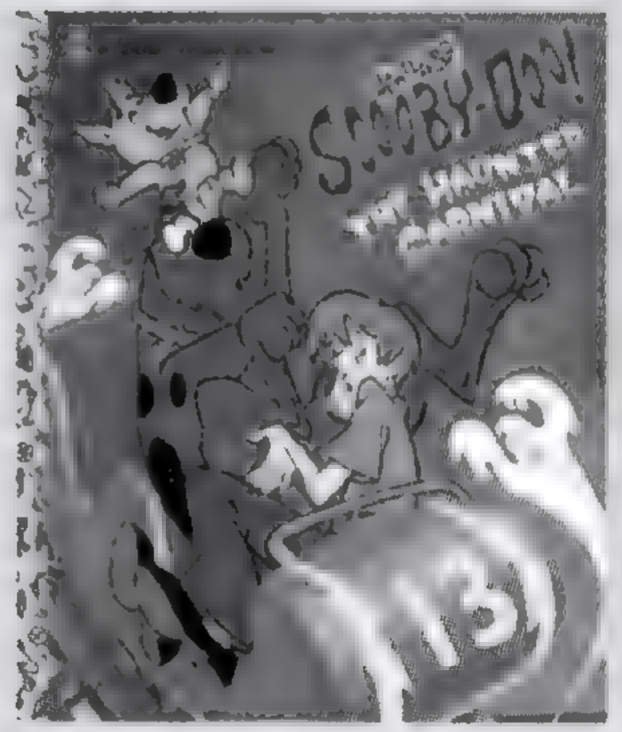


Play

Read



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Performed by David Mook and Ben Raleigh
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Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

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